Chi Bao Le

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EDUCATION

B.F.A, Digital Media Arts   Aug 2021 - May 2025
San Jose State University, San Jose, CA
Major in GPA: 3.95
Focused Coursework: 3D Environment Design, Blender–Unreal Workflow, Substance Painter Texturing, Photogrammetry (RealityCapture), Game Asset Creation, Lighting & Atmosphere

CAREER RELATED EXPERIENCE

Freelance 3D Artist, Self-Employed, San Jose, CA   May 2021 - Present
- Transform client concepts into production-ready 3D assets optimized for real-time engines.
- Collaborate directly with clients to define visual goals and project requirements.

Solo Game Developer - Liminal Trial, Personal Project, Exhibited in Digital Illusions   Jan 2025 - May 2025
BFA Show, San Jose, CA
- Developed an immersive atmospheric horror experience in Unreal Engine 5, exhibited as part of a BFA group showcase.
- Focused on atmospheric design and psychological tension through lighting, sound, and environment.
- Devised a cinematic in-universe game trailer styled as a found footage tape to support narrative depth.
- Directed all aspects of development including level design, gameplay logic, asset integration, and polish.

3D Artist/Design Lead - The Silent Guest, Collaborative Project, San Jose, CA   Nov 2024 - Dec 2024
- Created modular 3D environment assets and props for Unity using Blender.
- Constructed and set dressed and lit interior spaces to enhance horror atmosphere.
- Orchestrated design and development of gameplay mechanics for player tension.
- Led development of narrative and overarching theme of game.

2D Artist/Design Lead - Todo vs. Snake Yakuza, Collaborative Project, San Jose,   Oct 2024 - Nov 2024
CA
- Designed original pixel art assets and animations for a 2D platformer in Unity
- Led design and development of gameplay balancing to support a challenging yet joyful player experience.

eSports Tournament Promotional Art, Vietnamese Student Association, San Jose   Nov 2020 - Dec 2020
High School, San Jose
- Designed and produced promotional material using Photoshop for various social media platforms.
- Raised over $100 through tournament for victims of the 2020 Typhoon Vamco in Southeast Asia.

PROJECT EXPERIENCE

Layout Management Team, Digital Illusions BFA Exhibition, SJSU Hammer Theatre   Jan 2025 - Apr 2025
- Collaborated closely with layout lead to translate 2D spatial plans into a functional 3D exhibition layout.
- Created 3D assets and set dressing elements to visualize exhibition environment.
- Utilized crowd simulation tools to test and optimize visitor flow, ensuring safe and efficient spacing.
- Produced final renders to present layout iterations and design updates to exhibiting artists and faculty for approval.

RELEVANT SKILLS

Languages: English, Vietnamese
Software
- Blender, Unity, Unreal Engine, Adobe Suite(Photoshop, Premiere Pro, Substance Painter), Davinci Resolve Studio
- JavaScript, HTML, CSS
Hardware & Technical:
PC Building, Server Maintenance, Troubleshooting, 3D Scanning and photogrammetry leveraging DSLRs, Real-Time Optimization for Game Engines (lightmap baking, LODs, asset cleanup)
Collaborative Skills:
Cross-disciplinary teamwork, Agile workflow collaboration, effective communication in team-based game development environments